

SARGASSO SEA v1.0b

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
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AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- Why are you travelling the ocean?
- How did you learn the crew had vanished?
- What reason do you have to hate or love the briny deep?
- What dark rumours have you learned about the Sargasso Sea?
- What legends have you heard concerning the city beneath the waves?

IMPRESSIONS

- The blaze of the sun
- The constant salt taste in your mouth
- The endless horizon
- The seaweed covered ocean water flat as a board
- Albatross overhead
- Endless sailor's work
- The flash of green at sunset
- The cold feeling of doom in your guts



GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

Background

"Your ship is becalmed; your party is lost in an ocean of seaweed all alone. The crew has vanished and old tales of desperate resorts to cannibalism creep unwillingly into your minds..."

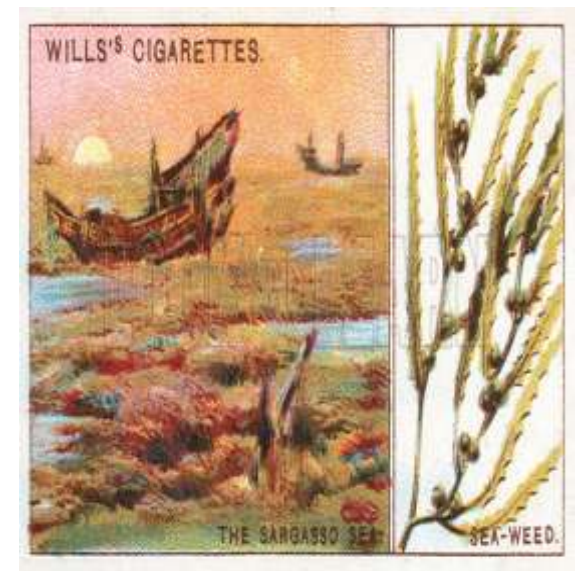
Wikipedia Lore

The real Sargasso Sea is often portrayed in literature and the media as an area of mystery.

The Sargasso Sea features in classic fantasy stories by William Hope Hodgson, such as his novel *The Boats of the "Glen Carrig"* (1907), Victor Appleton's Don Sturdy novel *Don Sturdy in the Port of Lost Ships: Or, Adrift in the Sargasso Sea*, and several related short stories. Jules Verne's *Twenty Thousand Leagues under the Sea* describes the Sargasso Sea and gives an account of its formation.

Jean Rhys' novel *Wide Sargasso Sea* refers to, but is not set in the sea, being concerned with colonial-era Jamaica.

Ezra Pound's poem "Portrait d'une Femme" begins, "Your mind and you are our Sargasso Sea..."



THINGS

Black Coral Sword of R'lyeh 1 Weight

This sword will inflict double damage to Deep Ones and Cthulhu Mythos monsters of all types.

Red Dagon Seaweed 1 Use, 1 Weight

When brewed into a tea this foul seaweed allows the characters to gain the tag Aquatic by transforming into Mermen when in seawater until they next make camp. This seaweed fills the Sargasso Sea.

Sundry Seaweeds by Zenopus 1 Weight

Dagon Seaweed is covered in great detail in this tome as is the method of brewing the transforming tea.

Spells

Reveal Mythos (Cleric and Wizard; Cantrip & Rote)
Reveals Mythos presence like Detect Magic.

Elder Sign (Cleric, 1st Level)
Allows cleric to repel Mythos creatures as if they were undead. (GM's discretion)

Monsters

Deep Ones *Group, Intelligent*

Coral Blades (b [2d8+2] damage)

Close 6 HP, 2 Armor

The Deep Ones are a species of aquatic humanoids with both fish and Anurid characteristics (simply put, frog-fish men), dwelling in cities at the oceans bottom.

Instinct: To kidnap and enslave

Giant Octopus *Solitary, Huge*

Tentacles (b [2d6] +3 damage) 24 HP, 2 Armor

This creature must obey its Deep One masters until freed from the Deep Ones' their mental control.

- Grapple
- Ink Cloud
- Obey Deep Ones

Saltwater Mythos Zombie *Horde, Terrifying*

Barnacled swords and axes (d4 damage)

Close 7 HP, 0 Armor

Special Qualities: Undead; Regenerates slowly in saltwater
Half-consumed by the sea and its fauna, their decay has reached a kind of stasis and continued exposure to water actually heals any further damage they suffer. They must obey the mad commands of the Deep Ones' spells until freed by their masters' destruction.

Great White Shark *Solitary*

Bite (d8 damage 1 piercing) 5 HP, 0 Armor

Close, Near

Special Qualities: Aquatic

Dangerous sea creature

Instinct: Hunt Prey

- Swim
- Bite
- Loves "Shark Week"

Sea Elf *Group, Organized, Intelligent, Cautious*

Trident (w [2d6] damage) 6 HP, 3 Armor

Close, Near

Special Qualities: Amphibious

Friendly, charming elven merfolk that will often help shipwrecked adventurers.

Instinct: Charm with beauty

- Roam the oceans
- Vanish suddenly
- Often will ride a dolphin

"Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn" (In his house at R'lyeh, dead Cthulhu waits dreaming.)

—Deep One religious chant (H.P. Lovecraft Translation)

Brody: "You're gonna need a bigger boat."

—*Jaws*



Inspired by the H.P. Lovecraft's *Shadow over Innsmouth* and myths about the Sargasso Sea.

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ARIEL

(Sings)

Full fathom five thy father lies.

Of his bones are coral made.

Those are pearls that were his eyes.

Nothing of him that doth fade,

But doth suffer a sea-change

Into something rich and strange.

—*THE TEMPEST* (Act 1, Scene 2)